

IN THE DISCLOSURE

1. Replace the paragraph beginning at page 12, line 11 with the following paragraph.

It will be appreciated that gaming machines may also include player interface devices in addition to devices that are considered player controls for use in playing a particular game. For example, gaming machines commonly include a player card reader, a voucher or ticket reader/issuer, a currency acceptor/validator, and/or coin or token acceptors/dispensers. The form of the invention shown in Figure 1 includes these types of additional player interface devices on a lower portion of the cabinet 11 generally in the plane of the lower or second additional video display 18. These additional player interface devices 20 are located around the periphery of second additional video display 18. However, other forms of the invention may configure one or more separate displays to make up the overall display 18 with interface devices 20 or even mechanical player controls mounted within the area of the second additional video display. This use of apparent openings in the video display also applies to the player control video display 15 and other video displays on gaming machine 10.

2. Replace the paragraph beginning at page 19, line 12 with the following paragraph.

As indicated in Figure 3, gaming system 40 may also include a separate processing system 64 for handling accounting, management, game play result determination or distribution, and other functions required in the gaming system. Although game play/accounting system 64 is shown in the figure as a separate system, it will be appreciated that the functions performed by the game play/accounting system may in fact be performed by the same processing device 47 or devices used to perform the various functions associated with system configuration arrangement

1 51 and modification controller 50. The present invention is not limited to any particular way of
2 handling accounting, management, or game play determination/distribution. For example, the
3 present invention has application to central determinant type gaming systems in which results are
4 determined by one or more central servers outside of the gaming machines, and to gaming
5 systems in which the individual gaming machines actually determine some or all of the results
6 associated with the games offered through the system [[40]].

7
8 3. Replace the paragraph beginning at page 26, line 1 with the following paragraph.

9 Player location tracking controller 56 cooperates with player tracking location
10 determining system 58 (which may also be referred to as a player detecting arrangement) to track
11 the physical location of various players in a gaming facility, and detect presentation switching
12 conditions related to the physical location of various players. Player preference tracking
13 controller 57 cooperates with player data collection system arrangement 59 to monitor for
14 conditions related to various characteristics of players using a particular gaming facility. It
15 should be noted that player location tracking controller 56 may also use data from player data
16 collection system arrangement 59 in formulating system configuration commands. Player
17 interface controller 60 provides for interaction with one or more players using gaming machines
18 10 in the system so that system configuration commands may be based not only on player
19 characteristics but also on interactions or communications with players.

4. Replace the paragraph beginning at page 26, line 11 with the following paragraph.

Figures 4 and 5 show alternate systems that may be employed as the player position location determining system 58 shown in Figure 3 to provide player position information to player location tracking controller 56. Referring first to Figure 4, a first alternate player position determining system relies on a radio frequency transponder 68 carried by the player 70 and preferably at least three receivers 71, 72, and 73 located at different positions around the periphery of a gaming facility in which the player's position is to be tracked. This system relies on timing variations between the receipt of the transponder signal at the various receivers 71, 72, and 73 for calculating the location of the player 70 in the gaming facility. Time variations are communicated from receivers 71, 72, and 73 to a position determining processor 74 which determines the player position according to some coordinate system. Processor 74 then communicates the player position information to player location tracking controller 56. Player location tracking controller 56 uses the player location information to determine where the player is in relation to a particular gaming machine or group of gaming machines such as the three gaming machines 10 shown in Figure 4. For example, player location tracking controller 56 may recognize a player approaching an unused gaming machine as a presentation switching condition, and may use information about the player's preferences (from player data collection arrangement 59 directly or through player preference tracking controller 57) to cause the gaming machine to switch to the player's preferred presentation. Thus, as player 70 approaches the three unused gaming machines 10 in Figure 4, player location tracking controller 56 may issue presentation switching instructions to the gaming machines. The graphic then displayed at the gaming machines may be a special attract presentation tailored for that player or may be for a game

1 presentation known to the system 40 to be favored by player 70, or likely to be favored by the
2 player based on known player preferences or play characteristics. A special attract presentation
3 may even cause the gaming machine to call the player's name as the player approaches in an
4 attempt to prompt the player to stop and play a game at the machine. As another example, player
5 position information may be used by the player location tracking controller 56 to optimize a
6 certain room in a gaming facility for the various players detected in that room. The optimization
7 may encompass switching game presentations for the various unused gaming machines in the
8 room or area of a gaming facility to presentations favored by the players in the room or likely to
9 be favored by the players in the room.

10
11 5. Replace the paragraph beginning at page 27, line 20 with the following paragraph.

12 Figure 5 shows an alternate arrangement for the player position-tracking location
13 determining system 58 shown in Figure 3. This alternate position-tracking player location
14 determining system 58 includes a transceiver 80 carried by a player 81 and a number of detectors
15 82, 83, 84, and 85 located at various positions throughout a gaming facility. The detectors may
16 be associated with each gaming machine for example. Regardless of how the detectors are
17 arranged, each detector includes a transmitter that transmits a RF signal in a certain area, such as
18 area 87 in front of detector 82. This RF signal energizes transceiver 80 in the transmission area
19 and causes the transceiver to emit a return RF signal containing player identifying information
20 such as an identifier unique to the player. This return signal is picked up by a receiver associated
21 with detector 82 and indicates that the player is located in range of that particular detector.
22 Information from the individual detectors may be supplied to player location tracking controller

1 56 (shown in Figure 3) which may act on that player location information to formulate system
2 configuration commands for modification controller 50. Alternatively, data from the various
3 detectors 82, 83, etc. may be combined to provide player location information to be used by
4 player location tracking controller 56 in detecting presentation switching conditions and
5 formulating appropriate switching signals. Figure 5 does not show the communications lines
6 from individual detectors 82, 83, 84, and 85, however, it will be appreciated that these devices
7 communicate information to player location tracking controller 56 for processing directly or to
8 some intermediate processing element before controller 56. Detectors 82, 83, etc. may be built in
9 or otherwise associated with gaming machines 10 themselves as indicated in Figure 5. In this
10 arrangement, the player location tracking controller 56 may be advised when a player approaches
11 a gaming machine 10 even before the player decides to play by logging into the machine.
12 However, other forms of the player location tracking system 58 may include the detectors 82, 83,
13 etc. at other locations in addition to or in lieu of locations at the gaming machines 10.

14
15 6. Replace the paragraph beginning at page 31, line 1 with the following paragraph.

16 Another example of the use of current player information according to the invention
17 relates to the optimization reconfigurable gaming machines 10 placed in limited access rooms
18 such as hotel rooms. Player data collection arrangement 59 may include a database that collects
19 check-in or room assignment information at a hotel that may be associated with a casino or
20 independent from any casino. Player preference tracking controller 57 may use this check-in or
21 room assignment information to identify an individual assigned to a particular room and also use
22 historical game preference data for that individual to formulate a system configuration command

1 for the particular gaming machine 10 in the individual's room. The command would direct
2 presentation switching as necessary to switch the presentation provided at the gaming machine
3 10 to a presentation preferred by the individual.
4

5 7. Replace the paragraph beginning at page 31, line 18 with the following paragraph.

6 The invention is not limited to any particular type of player data collection arrangement
7 59 or database structure used to collect and organize the data required by player preference
8 tracking controller 57. Player data collection arrangement 59 may be a player card or club card
9 system or any other type of player identifying system that assigns a unique identifier to each
10 player and stores player demographic data and perhaps preference data at the time the identifier is
11 assigned. These systems typically require the player to login to play any of the gaming machines
12 and use this login information to collect additional player preference data. Alternatively to player
13 card or player club tracking systems, player data may be collected manually by player surveys or
14 player observation. Regardless of the manner in which the player data is collected, stored, or
15 maintained by player data collection arrangement 59, player preference tracking controller 57
16 accesses this data and analyzes the data together with data on gaming facility layout and current
17 gaming machine usage information to generate game system configuration commands for
18 presentation switching controller 50. It is also important to note that the present system collects
19 important data regarding player preferences and reactions to various game presentations. Thus,
20 the system 40 in Figure 3 may be configured to add data to player data collection arrangement 59
21 or some other database of player data. It is important to note that one important use of the
22 present invention is in monitoring player reaction to new game presentations. The system may

1 be configured to collect certain types of data after [[a]] switching to a newly devised game
2 presentation in an effort to monitor a player's reaction and perhaps obtain ideas for further
3 presentations or ideas for changes to the monitored presentation.

4
5 8. Replace the paragraph beginning at page 34, line 18 with the following paragraph.

6 It will be appreciated from the above examples regarding the operation of player interface
7 controller 60 that it may require data from player data collection arrangement 59, player position
8 determining system 58 and/or a player tracking system such as a player card or club card system.
9 Figure 3 therefore indicates that controller 60 is connected for communications with position
10 player location determining arrangement system 58 and player data collection arrangement 59.
11 Alternatively, to obtaining information directly from the position player location determining
12 arrangement system 58 and data collection arrangement 59, controller 60 may receive the
13 required data indirectly through player preference tracking controller 57 and player location
14 tracking controller 59 as indicated by the dashed lines in Figure 3. Furthermore, the answers
15 provided by the player through the various interfaces displayed to the player may represent
16 important player preference information that may be directed to player data collection
17 arrangement 59. Thus, controller 60 may direct information to the player data collection
18 arrangement 59 as well as use data from such arrangement.

19
20 9. Replace the paragraph beginning at page 35, line 18 with the following paragraph.

21 From the above examples of the various controllers used to produce system configuration
22 commands according to the invention, it will be noted that the various controllers may require

1 current system status information in order to produce effective system configuration commands.

2 Thus, the present gaming system also includes a suitable status controller 61 shown in Figure 3

3 that maintains current system status information. In particular, status controller 61 maintains

4 information on the current presentation being produced at a gaming machine 10 and whether the

5 gaming machine is in use or idle. Status controller 61 may maintain other information such as

6 which game presentations have recently been produced at a given gaming machine and how long

7 a particular gaming machine has been idle or in use.

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